



## **Soft Game Project**

Aryo Damar Prasetya | Asterik Rafael Winoto

# **Target Zombie : Focus**

Target Zombie is an 3D-Game style that require player to save civilian from Zombie invasion. Player have 3 live in one play, so Player cannot let Zombie pass the safe zone and incorrectly shoot civilian or save the zombie. In the middle of he game, Player have change to get Flash Kill button to kill all of Zombie that appear in arena. If the live is run out, the Player will get score and will saved in leaderboard.

# **Target Zombie**

## **Design Document**

### **Version 1.0**

Target Zombie : Focus	1
Target Zombie	2
Overview	3
Title	3
Game Concept	3
Genre	3
Platform	3
Target Audience	3
Gameflow	4
Look and Feel	5
Objectives	5
Game Mechanics	6
Camera	6
In-Game GUI	6
Replaying and Saving	7
Control Summary	7
Shoot	7
Save	8
Surfaces	9
Earn Score	9
Get Flash Kill	10
Screens	11
Main Menu	11
Sound	14
Game Elements	15
Zombies (enemies)	15
Civilians	15
Technical	16
Development Software	16
Roadmap	16
Task Allocation	17

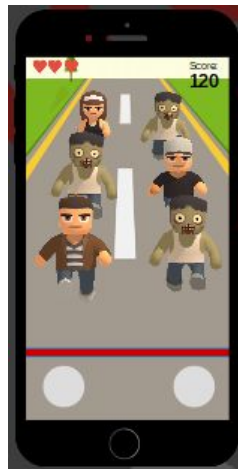
# I. Overview

## Title

- Game Title : Target Zombie
- Nick Name : TZ

## Game Concept

- Reference: using gameplay Space Shooter, but for the theme using Kill The Zombie: Zombie Smasher.



## Genre

- Single Player
- Casual
- Action

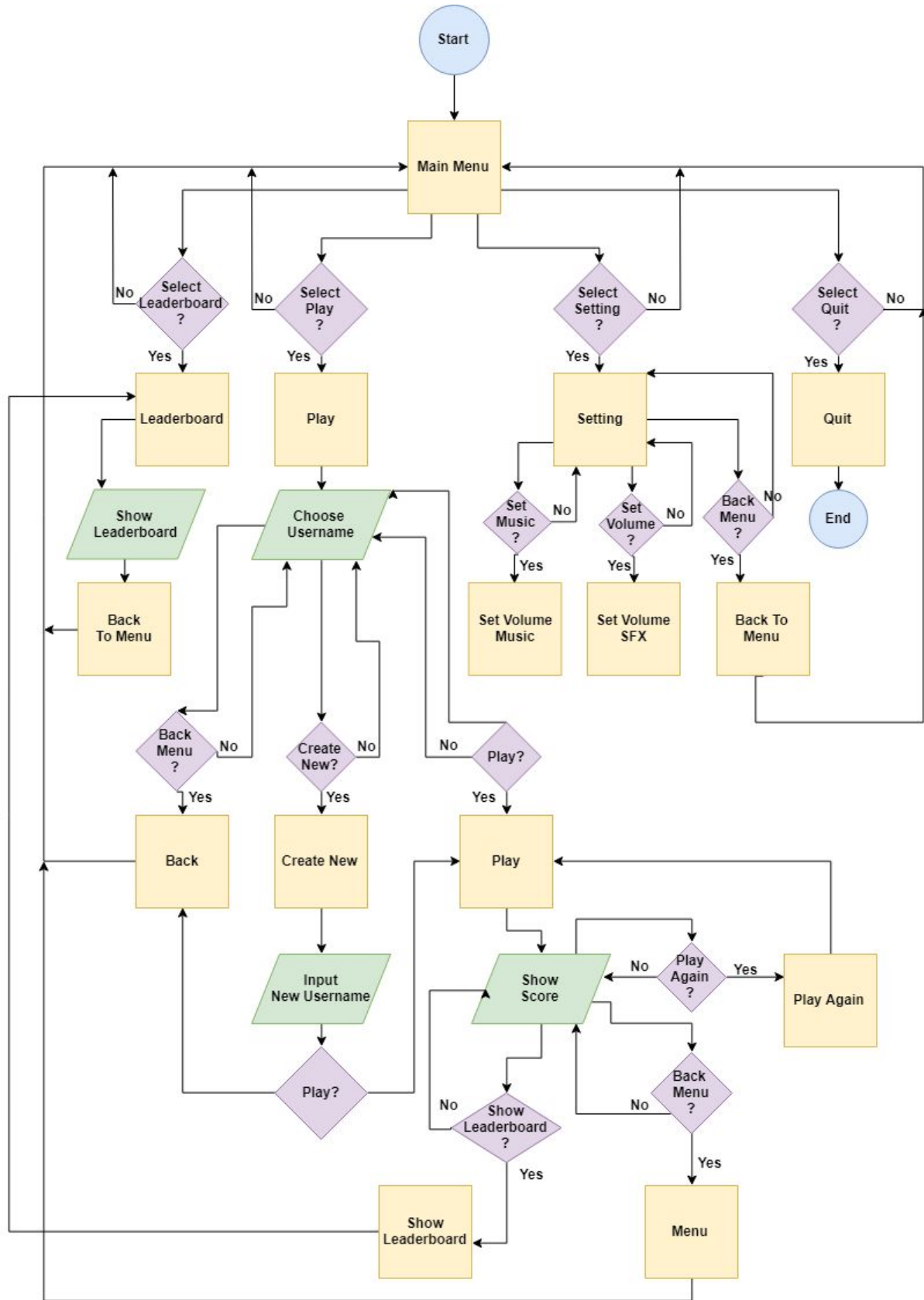
## Platform

Android

## Target Audience

- All Gender
- Between Age 11 until 25
- For Casual

# Gameflow



## Look and Feel

- Chibi Toony
- Simple Display



## Objectives

- Collect the highest score in unlimited time. every stages zombie waves will be more faster than before.

## II. Game Mechanics

### Camera

Inside the game, player will control shoot zombie and save civilians. at all times, zombie will appears every stages by waves from top of screen. and for fixed camera positioning (0, 10, -5) and rotation (45, 0, 0) in left-handed system coordinate.

### In-Game GUI

In game screen, player will have some useful feature:

- **Current Lives**

This feature are representing the live of the player. Player have 3 lives and the game will over when the current live is run out.



- **Score**

This feature representing the score of the player.

**Score:**

**130**

- **Controller**

This feature will be used for shoot function and save function.



- **Flash Kill Button**

This feature will be used for eliminate zombie in arena instantly. Tap the button if the button is already appear.

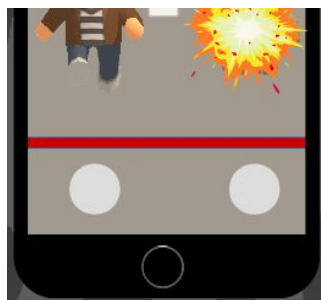


## Replaying and Saving

in this game , every Waves (stage) cleared when all zombie and civilian are not in the game arena. player is able to play from first Stage. During the gameplay, player will not be able to save at any time. this encourages player to finish current game before they stop playing.

## Control Summary

Player have 2 controller in game. Right controller for right line and left controller for left line.



- Shoot

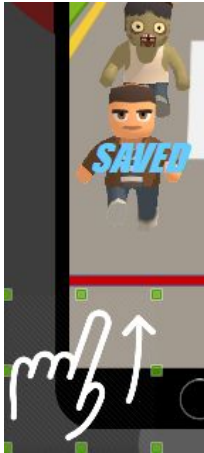
The player will use this control to shoot an object. Tap the controller to get shoot function.





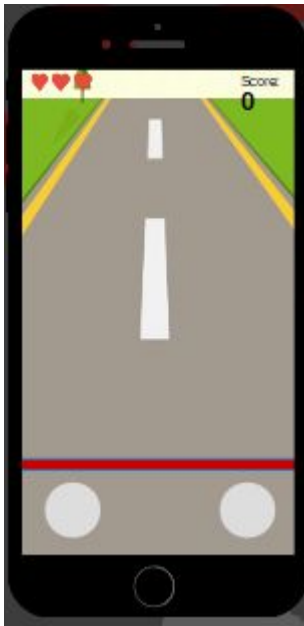
- Save

The player will use this control to save an object. Swipe the controller to get save function.



## Surfaces

Generally Target Zombie just shooting zombie and save civilians, where they're walking in the ground.



## Earn Score

Whenever player shoot zombie or save civilian, player will earn some score from it. Target Zombie will play a sound to indicated that Player has eliminated zombie or saves civilian.

## Get Flash Kill

Flash Kill button will appear randomly when player has eliminated Zombie or saved civilian and players's score up to 100. Target Zombie will play an animation and a sound to indicated that player got Flash Kill. Flash Kill in target zombie cannot be accumulated. when player use it, all zombies that appearing in the screen will be eliminated in time.

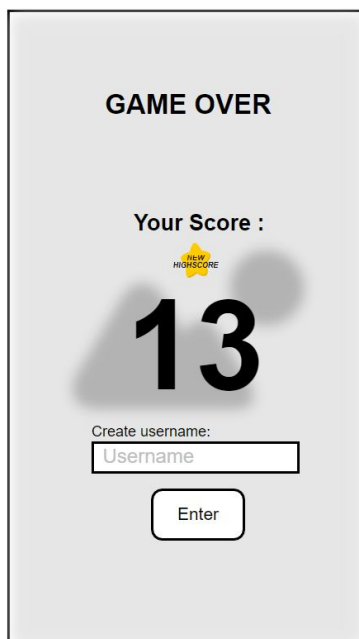


## Screens

- Main Menu



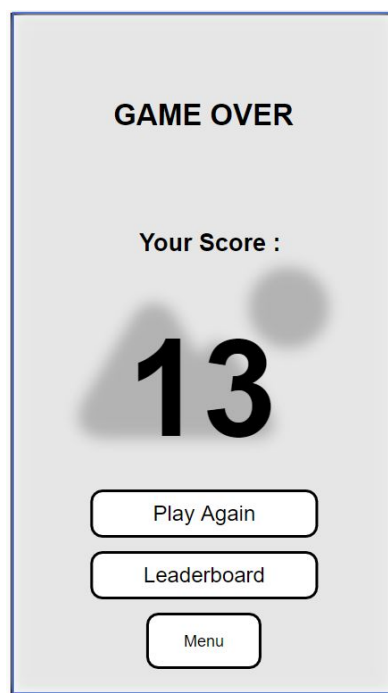
- Game Over Highscore



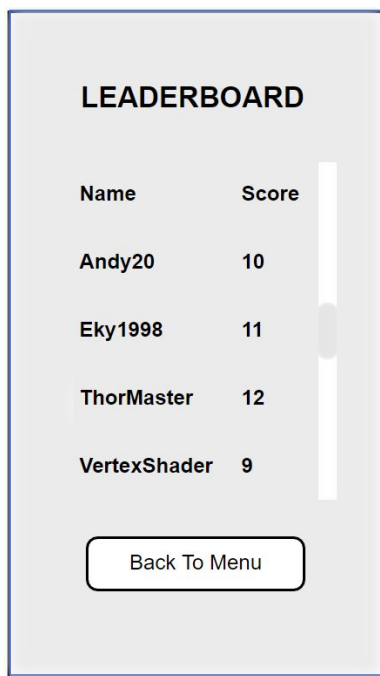
- Play Game



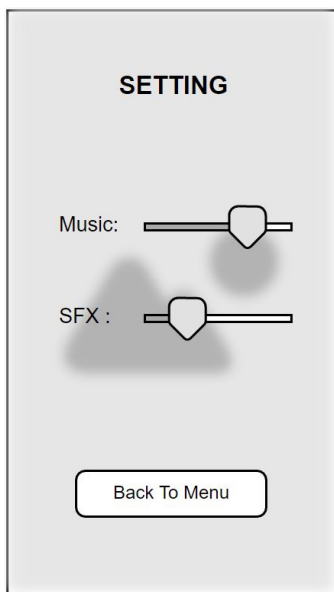
- Game Over



- Leaderboard



- Setting



## Sound

1. The end of pandemic , can be access through this link (<https://opengameart.org/content/the-end-dead-z-pandemic>)
2. USAT Bomb, can be accessed through this link (<https://freesound.org/people/sandyrb/sounds/35643/>)
3. One Gunshot With Silencer, can be accessed through this link (<https://www.freesfx.co.uk/Category/Guns/117>)
4. Memorial Day, can be accessed through this link (<https://www.freesfx.co.uk/Category/Patriotic/235>)
5. Danger Zone, can be access through this link (<https://www.freesfx.co.uk/Category/Mysterious/228>)
6. Person running on Pavement, can be accessed through this link (<https://www.freesfx.co.uk/sfx/run-footstep>)
7. Mummy Zombie, can be accessed through this link (<http://soundbible.com/1059-Mummy-Zombie.html>)
8. Pull Switch, can be accessed through this link (<https://www.freesfx.co.uk/sfx/button-click>)

Sound	Source
Menu Music	The end of pandemic.mp3
Button Clicked	Pull Switch.mp3
In Game Music	Danger Zone.mp3
Shot sound effect	One Gunshot With Silencer.mp3
Civilian run sound	Person running on Pavement.mp3
Flash Kill sound effect	USAT Bomb.wav
Game Over music	Memorial Day.mp3
Zombie spawn sound effect	Mummy Zombie.mp3

### III. Game Elements

#### Zombies (enemies)

All Zombies will come up from the top side of the screen. Their number and speed are according to the current wave (stage). Whenever a zombie appears in the screen, Target Zombie will play animation and a sound to indicate that a zombie was appeared.



#### Civilians

All Civilians will come up from the top side of the screen. Their number and speed are according to the current wave (stage).





## IV. Technical

### Development Software

- Unity Game Engine
- Visual Studio (Programming language: C#)
- GitHub

### Roadmap

Features	Week		
	1	2	3
UI ( Main menu, leaderboard, setting, select player, create new player, game over, in game)			
Zombie and Civilian spawner and behaviour			
Flash Kill effects and impact effect			
Applying sound			
Create Controller (Shoot and save)			
Interaction with Zombie and Civilian (Score and decreased lives)			
Polishing			
Beta Build			
Final Build			

Additional Features (If have much time)
Leaderboard's online access

## Task Allocation

Week	Aryo	Asterik
1	Zombie and Civilian spawner and behaviour	UI ( Main menu, leaderboard, setting, select player, create new player, game over, in game)
	Flash Kill effects and impact effect	Applying sound
2	Create Controller (Shoot and save)	Interaction with Zombie and Civilian (Score and decreased lives)
3	Polishing	Polishing
	Debugging and add improvement	Debugging and add improvement
	Finishing	Finishing